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MARCH 1996

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SENNA

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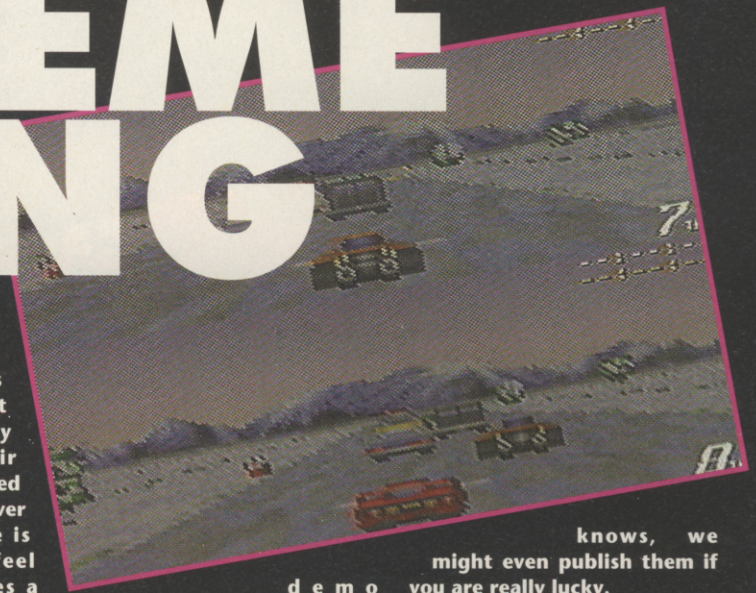
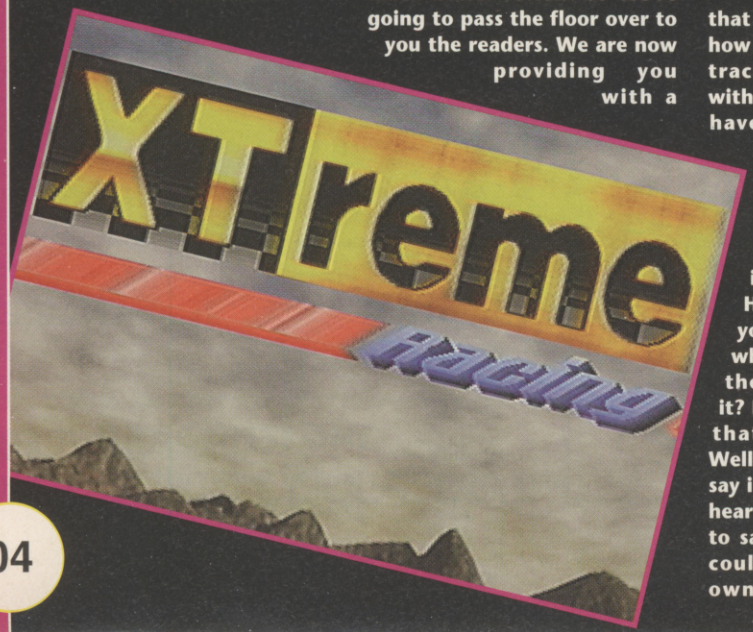
BOOT SECTOR

EXTREME RACING



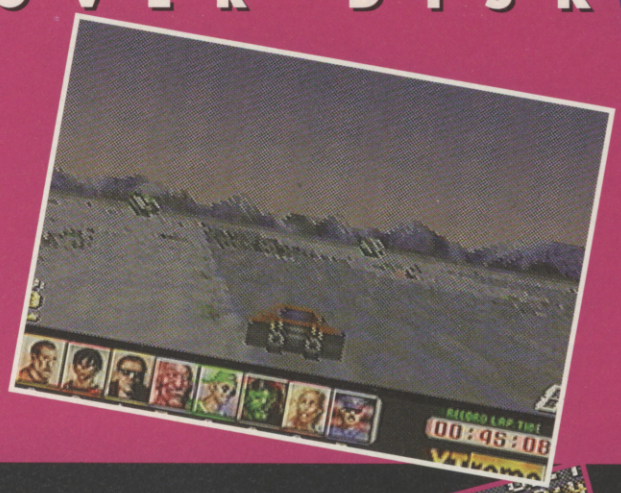
SILTUNNA SOFTWARE

Oh yes It's Extreme Racing the Demo! It's one fine game and we love it. So here it is, the Demo, all for you! Well you can't say fairer than that now can you! Right then, how about this for office politics. I was not here when Extreme racing was reviewed. It seems that the review was not as good as many felt it should be. Well every reviewer is granted their own opinions and are asked by us to be honest. However it seems that the office is divided. Many of us feel Extreme racing deserves a much better review. So We're going to pass the floor over to you the readers. We are now providing you with a demo version of the game so that you can decide yourselves how good you think it is. The track we are providing you with is an ice track. We could have gone for a road track but that's boring so we bring you the ice track. We think it speaks for itself. All you have to do is play it! Easy or what! However if you want to you can write to us with what you have to say on the matter. Do you like it? Do you hate it? (I think that's highly unlikely). Well what we are trying to say is that we would like to hear exactly what you have to say on the matter! You could even send us your own reviews and who knows, we might even publish them if you are really lucky.



LOADING

We still have our rather simplified loading procedure and this month as we have the game all on one disk it's even easi-



er, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then turn on your machine, ace or what! Well you think so when you get your sticky mitts on this game. It's one hell of a game!

CONDITIONS

During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to instalment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back.

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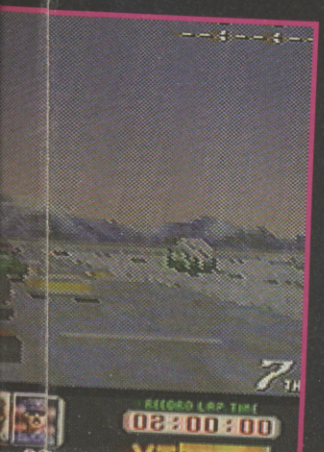
Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call.

In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of replacement discs and all returns



XTREME

What did we think of this game when we first got our hands on it? Well the preview said it all. This is just some of what we had to say, and believe me we meant every word!

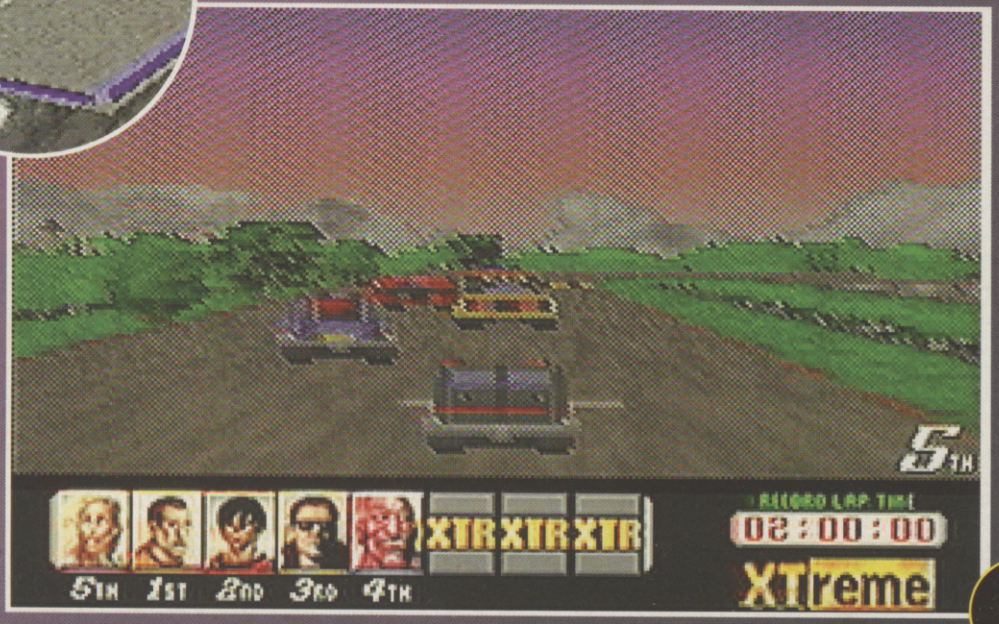
I was shocked to say the least! After this initial shock I soon got to grips with the way the car handled. Since then I've spent ages playing it and slowly improving my performance. It really is pretty good. It is rather reminiscent of Mode 7 on the super Nintendo which is a style of graphics that can be found in such games as Mario Carts, a stunningly good game that most of us here at Maverick Magazines absolutely love! The car that you choose handles like a dream. It slides wonderfully round corners and you will soon find yourself in a position where you are slipping and sliding round the course with the consummate ease of Gilles Villeneuve. There are however plenty of hazards to look out for. You will find that there are speed up arrows on the course and these will give you some serious acceleration. If you are not well prepared for them you will end up shooting of the side of the track jumping over the kerbs and crashing heavily into the tyre barrier! This was the case for me for some time, I think I've had a close up view of every tyre barrier on the tracks that we were provided with. The speed up arrows are however at the moment the only way to stand a chance of keeping up with the opposition who are simply outrageously quick! Normal top speed is just not

RACING

enough to really keep up. By using these speed up arrows you will be able to get boosts of speed where you will be propelled along the track at lightening speeds. The trick is to be able to use these speed ups without endangering yourself. It is possible, tricky yes, but possible none the less. There are other hazards to look out for that really don't have the same useful aspects. These include oil slicks and rough parts of the track. If you are shooting around the track you will find that you may have a few problems if you happen to chance upon the odd oil slick. They are fine if you are going in a straight line but you will find that if you are sliding along sideways trying to go round the corner then you will totally loose it on hitting one of these patches. The areas of rough ground slow you down and in this game it seems that the slightest drop in average speed will have disastrous results to your finishing position. There is a racing line for each corner that will allow you to miss just about all the hazards but I don't think it'll be all that easy to sort out what it is and get good enough to follow it. There is another hazard that I found on one of the tracks, exploding barrels! These are something that you should seriously consider avoiding as if you hit them you will find that your car will simply explode! This is as you can probably imagine not conducive to finishing a race well! The hazards in the tracks that I played did not however end here. There is the cross over. It is quite easy to be shunted of course by a car that is going through the cross over at a ninety degree angle to you! You will sometimes see them flying overhead as they jump you. This is another hazard to look out for. Yellow strips on the track that act as jumps. you will find them situated at awkward positions where you are trying to battle it out with another car round a corner for instance, and then suddenly you have hit one of these yellow strips and you are heading towards the tyre barriers at enormous speed! That kind of does in any chances you have! The other problem is the fact that the other competitors are quite ready to ram you at any opportunity they have. Infact the more I think about this the more I understand why it's called extreme racing."

So that's what we thought of it, what do you think. If I were you then I'd sort it out and get that disk slapped in the slot, and get playing!

By the way the grabs on these two pages are not, NOT from the demo, they are from the full game!



SLAMTILT

A new pinball game from 21st Century? No surely not, someone's having a laugh! Aren't they?

It's that time of month again. The time where I announce yet another pinball game from those people at 21st Century. Only joking. It must be at least six months ago that we brought you a Wip for Pinball mania. It really was pretty good. mind you Obsession wasn't all that bad and it got a review in the same mag. 21st Century, are, without a doubt very famous for there pinball games. they've all been pretty good. Pinball Dreams, Pinball Fantasies and Pinball Mania. They just keep coming! Well It seems that now there is yet another pinball game. Slamtilt.

Slamtilt is heralded (by 21st Century) as "...the most addictive pinball simulator ever developed for the Amiga." Quite a claim. Unfortunately for now , we cannot substantiate that claim as we can't get hold of a review version even though as I write this there is a finished version. You see it seems that one of our rivals has secured the exclusive, cover, cover disc and review. so alas we can't tell you all that much. However 21st Century aren't the only boys on the block producing pinball games. Effigy software have also produced a new pinball game, and from the sounds of it, it's very very good. so are 21st Century quivering n their boots? well who knows! We can't so far get hold of a copy of their game to compare, but as ever, as soon as we can we will, and then we'll tell you all about it in the finest, fullest detail possible.

so then what exactly do the boys and girls at 21st Century have up their sleeve. well there are four tables of "...fast moving, unbelievable, spine-tingling action,", sounds good so far! There is also sub-games on each of the tables, these are apparently very good as is the animation. there are all the usual pinball features with ramps, lots of flashing lights, locks and "...an incredibly high level of complexity..." this will make the game great fun. the display panel has "..hard hitting graphics with video gaming action.". well it seems that they have something special for us. Just how special we will tell you as soon as possible when we get our hands on the review copy.

VALHALLA AND THE FORTRESS OF EVE

Vulcan Software are the people who brought you the superb Timekeepers and more recently, Hillsea Lido. Before this there were the Valhalla games. And now there's another!

I have a bit of a soft spot for the people at Vulcan Software. After all, they did go to the same university as me! They also produce games that I rather like and I don't feel that this will be any different. This is the third game in the series and the last two were pretty good both being fairly successful. They felt that the last one would probably be the last of the series but it seems that this is not the case. Demand was high enough to warrant another!

As Vulcan announce, 'Valhalla And The Fortress Of Eve will be the third ever Amiga speech adventure'. Surely this makes it worth looking forward to if nothing else.

Valhalla And The Fortress Of Eve will be added to the superb Mini Series range of mail order games. Time Keepers was one example of how great things come in small packages. It really was superb for those of you who don't remember, or heaven forbid, have never played it. Hillsea Lido was the latest and although we felt it probably didn't quite reach the dizzy heights of Timekeepers, it was very good.

Well in this latest instalment of the game the little prince has grown up and it seems that he is looking for a wife. Never an easy task at the best of times, it seems that this is a real struggle for our little friend Valhalla. The Valhalla games are overhead adventure games that have been remarkably good fun. This has every reason to be just as good if not better, well after all it has the pedigree!

The game will run on all Amigas so you guys and girls who still have 500/+ will also get a look in to a good game. (that must come as something of a shock). It will be a big game, turning up on six discs and having four levels! There will also be a thousand word vocabulary, pretty neat, however if you are hard of hearing fear not, there will be a text option. There is also a different playing view! some things do change. It should be priced at a very reasonable sounding £14.99, and hopefully it'll be out in April. We will bring you a full preview as soon as we get our hands on a playable version!

PINBALL PR

Yes it is another pinball game. No it's not by 21st Century. It is in fact from those wonderful people at Effigy. It really is jolly good!

I have come to the conclusion that by now there must be more 2d computer generated pinball games than there are of the real things. I personally think this is a sin. Pinball games have never seemed to be the centre of attraction in this country, unlike some of our European neighbours, however if I ever see one in a pub, which is becoming less and less likely, I always stick a few quid in it, especially if it's Judge Dredd or Terminator. Well it's crying out to be played. Computer pinball games on the other hand have never had quite the same mesmeric effect on me. Far from it. I've often found them tedious and very unrealistic despite their pretensions to be otherwise. However, (here comes the but), I have been shocked. The very limited playable version of Pinball Prelude, (only one disc, I haven't done very well this month) was quite superb. It seems that the game itself comes with three tables. Each self contained on one disc. They are based on the past the present and the future. The one I saw was, as you can probably guess from the dinosaur, the past! And I'm rather looking forward to the present and the future, though I'm sure by the time you read this I will already have had a dam good crack at them.

Basically this

RELUDE

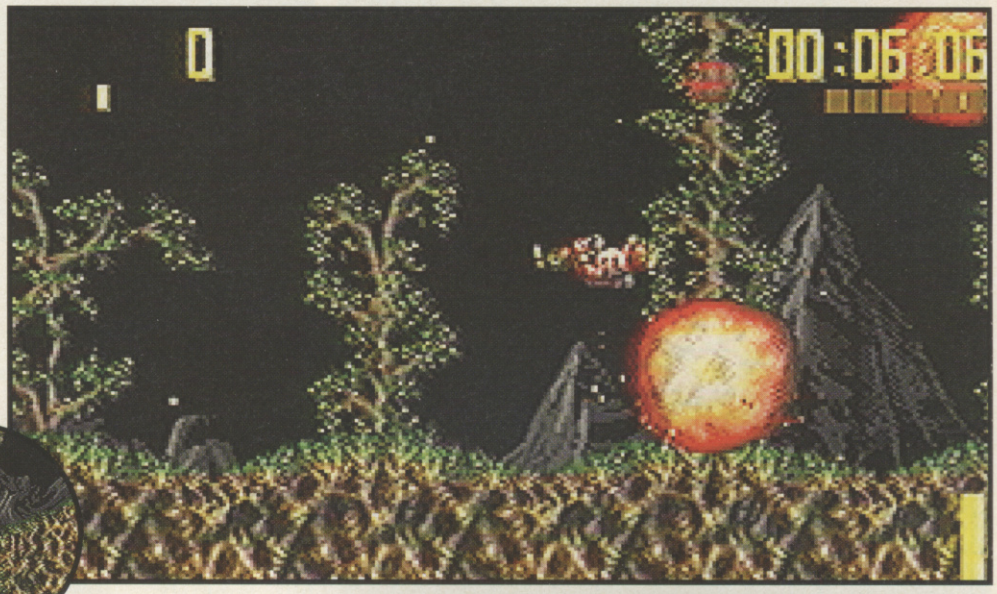
game really looks like it represents a real challenge to the hold 21st century have over the world of computer pinball on the Amiga. There was of course Obsession from Unique Development. That was OK, we gave it 72%. It was lacking compared to 21st Century's offerings. More recently there has been a Thomas The Tank Engine pinball game. To be honest we didn't even bother reviewing it. It might be OK, but honestly, Thomas The Tank Engine? It was however apparent that other software houses had realised that computer pinball games are obviously hot property, and now here we are with a game that looks like it has the potential to be a classic pinballer.

This is obviously not going to be a pinball table in the classic mould. It mixes humour with scenery. The past table is simply great and from what I've heard the others are too. hopefully next month we will bring you a full review, infact I'm fairly confident that we will, however for now you'll just have to settle for what we think of the one table.

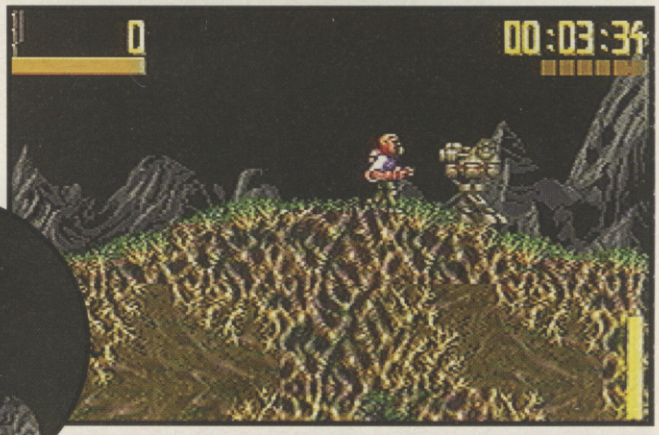
The game play is surprisingly good considering the slightly comical way in which the game is approached. The ball does fairly much what you would expect and the flippers are fast and effective. The flippers are made to look like big wooden clubs and the sound effects that go with them are superb. In fact all the sound effects are really quite something. This is a great approach to pinball games. It doesn't take itself too seriously. Thank goodness. Now all we need are direct copies of the real classic pinball tables and we've got all the pinball we can take! Look out for the review next month.

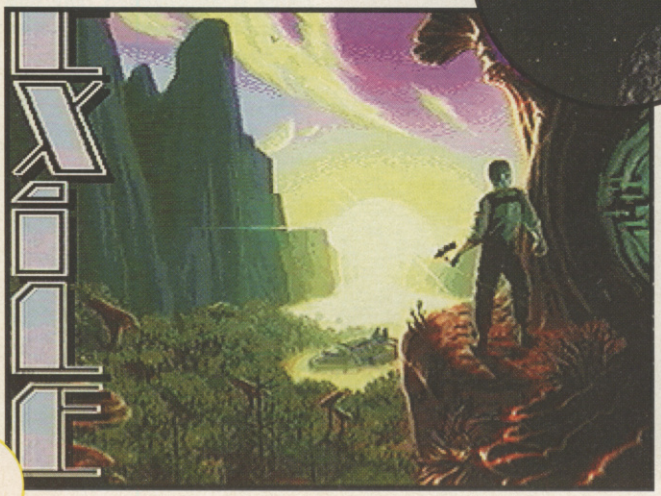
EXILE DATA DISK

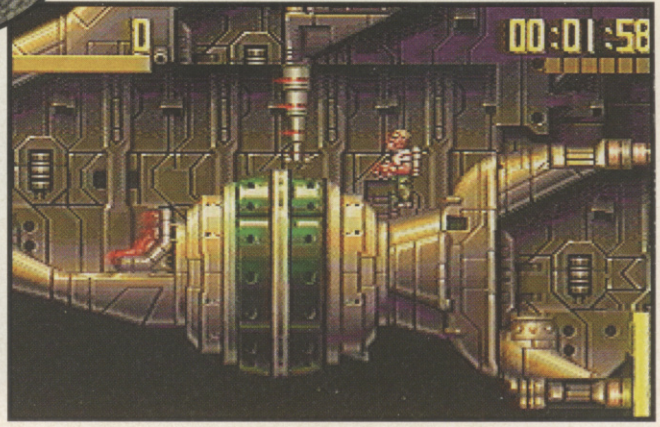
Remember Exile? You know space adventure,none of that old space Invader type stuff mind you. Oh no ,pure Isaac Asimov style stuff. Unexplored planets, new colonies, advance exploration set ups and strange happenings. Well it just got better with the news of a data disc!

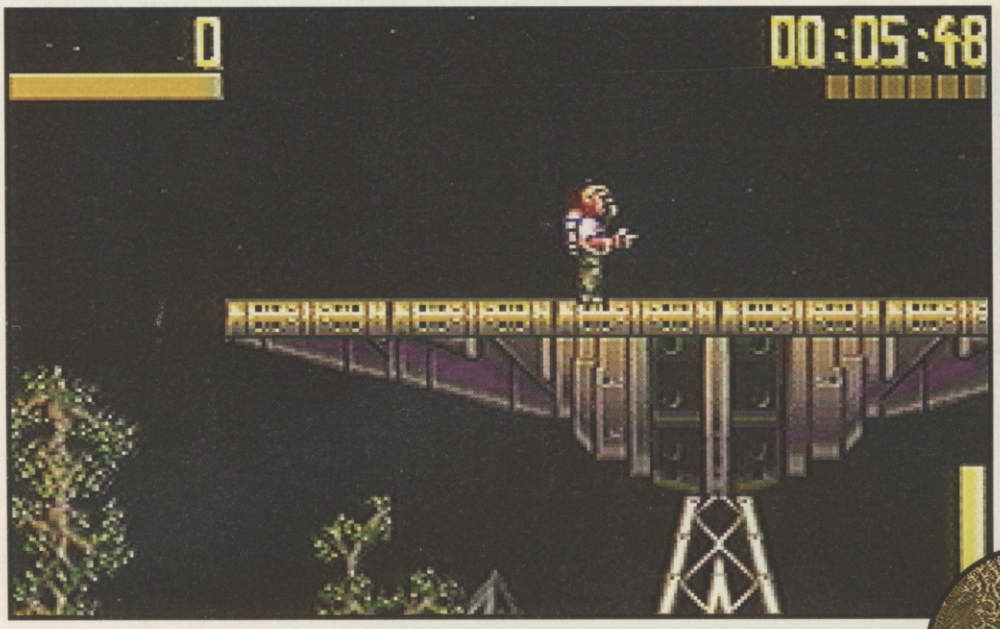


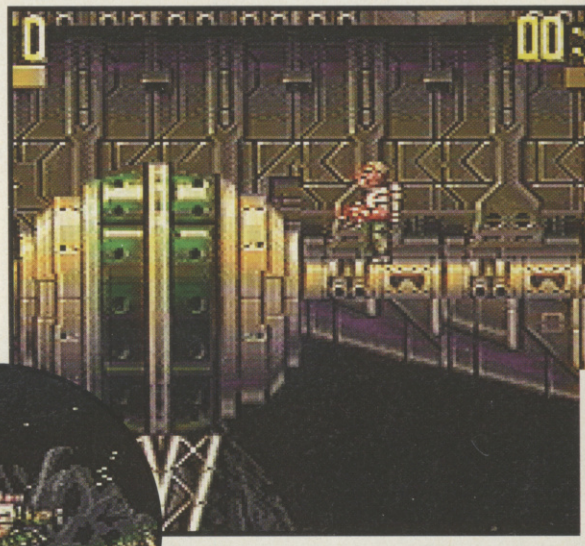
When Exile came out we were all very excited. This was a classic game that we all loved, and it came over well. So well infact, that this is what we said about it... "Well this isn't an easy game. It does take a bit of getting used to, but where's the fun if you can simply fly through the levels and reach the end no problem? There are all sorts of puzzles that you have to overcome but essentially this is a sort of platform game/ shoot 'em up. Nothing about the game is totally outstanding. There is nothing in particular that will make you think "Wow...!". No amazing new ground-breaking concepts, however this is not everything, oh no! You will find that this game does it's job very well. It is a game that you won't be able to put down as you face challenge after challenge. A competent game that is a lot of fun. The sound is great and I really like the graphics even though they aren't totally amazing. The one problem with the game is that it's really hard. You will often find yourself in a position where you have to go and pick up an item. You'll go in and try and stand next to it only to find that you are attacked by a bunch of birds or

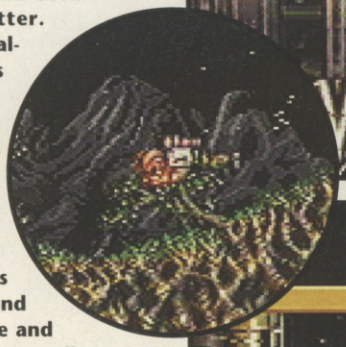


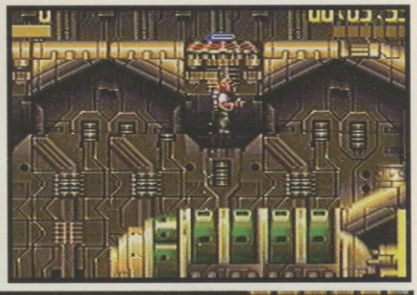


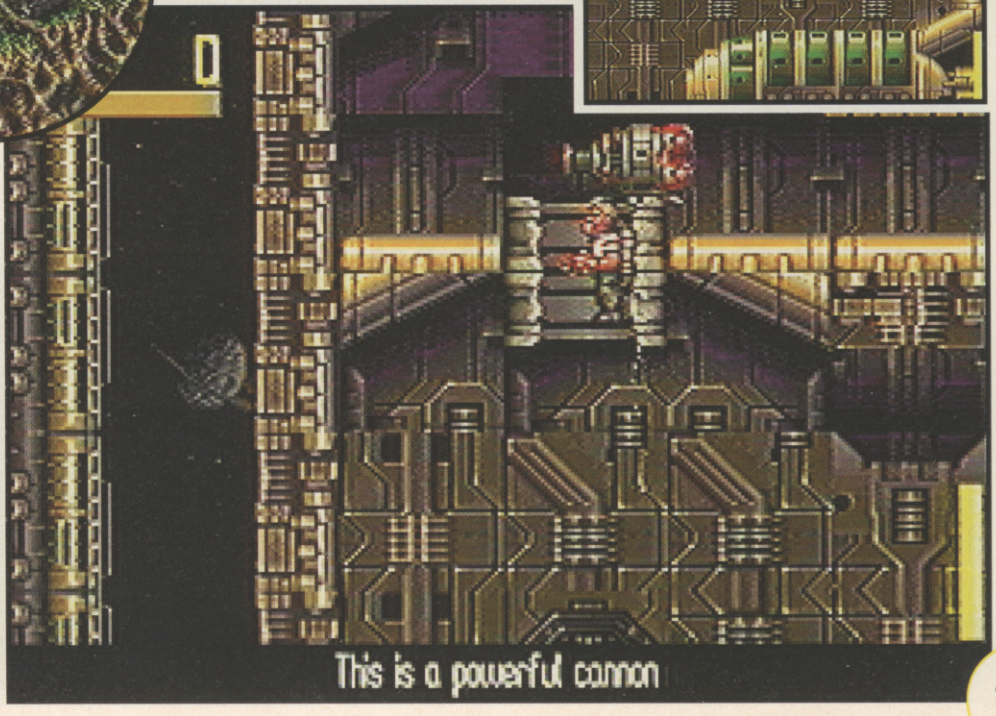












This is a powerful cannon

strange flying objects or even frogs. You find that you are desperately trying to manoeuvre yourself whilst finding the buttons to pick up the item and put it away and the button to teleport your way out to safety all at the same time. This can be a bit of a handful to say the least. The only thing that you can do is practice, you do find that after a while the controls become easier to use and then things get better. If you like a challenge then this is a great game because the challenges are never-ending. This is a hard game but it has a lot to offer and with some time and effort you may even finish it."

It actually scored a very reasonable 86%. Well now it's even better than it was. We now have a superb data disk that makes it better than ever! I don't think we can really give a data disc a score in it's own right, but it certainly adds to the original game, and gives it new life if you've gone and completed it, something which I have to admit, I've failed to do!

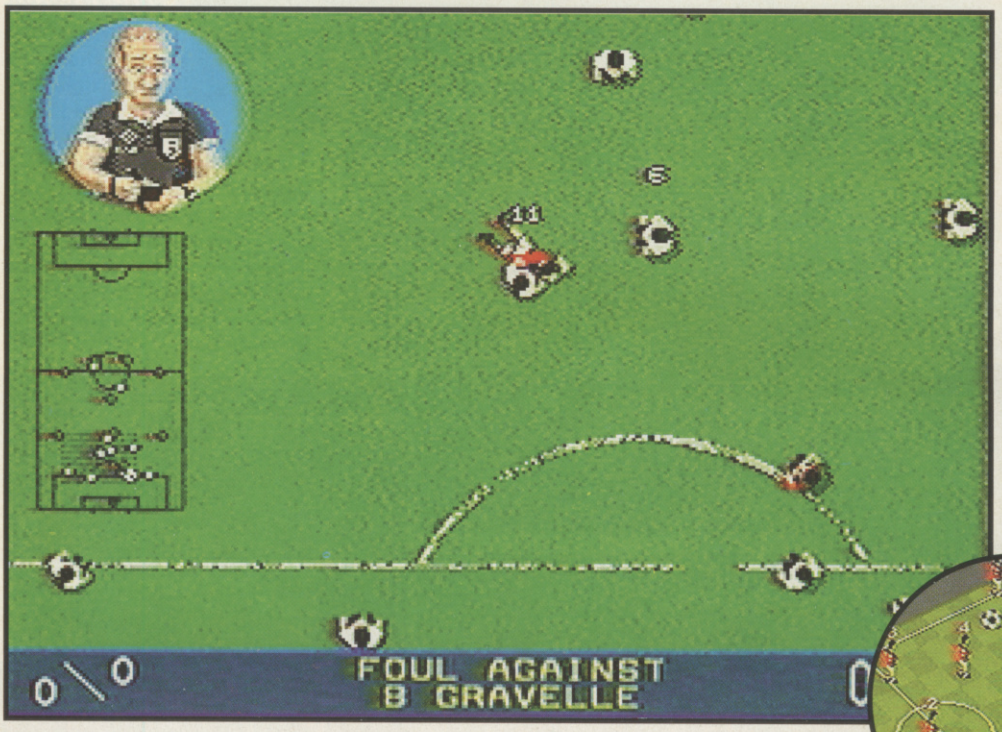
WEMBLEY INTERNATIONAL SOCCER

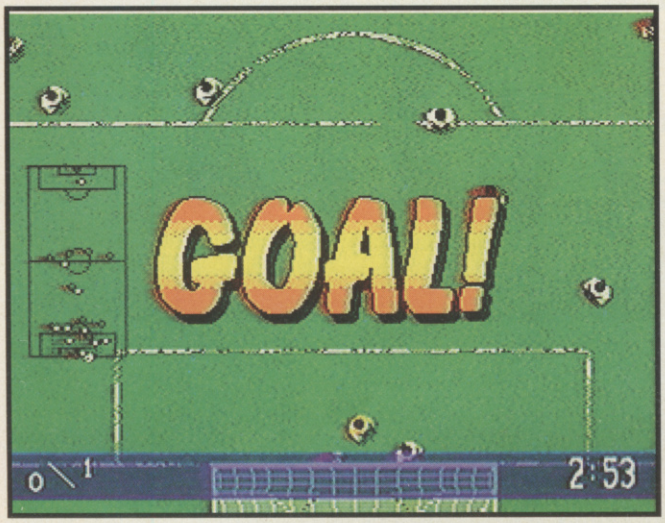
This month it all seems to be football games or Pinball games. But bear with me just one moment longer. It'll be worthwhile!

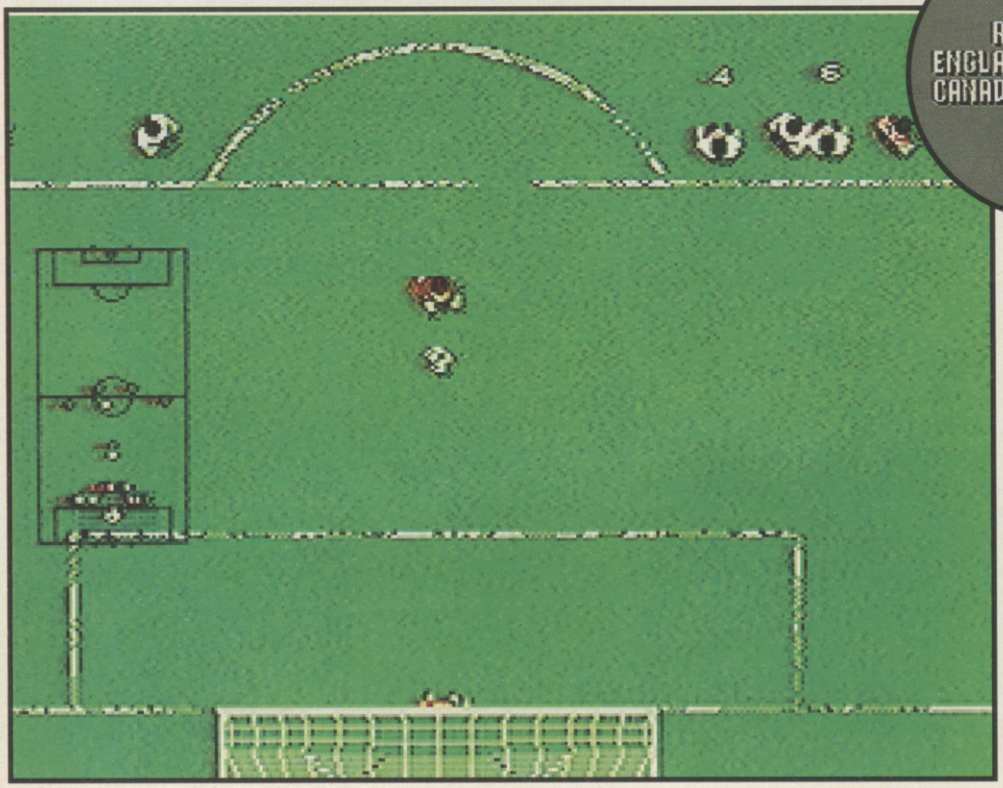
Wembley International Soccer is a pretty impressive football game. It does however have one major drawback. It's only available for the A1200! All you people out there with your A500/+ machines have lost out yet again, or have you? It seems that now there is to be version that your computers can cope with! 'Surely not', I hear you cry. Well I guess you just aren't used to getting to many good games on your machines (what is this? Amiga Snobbery? ed.), this however will knock your socks off. Or so we're reliably informed. We thought we'd have a look at the A1200 version to see what you should be getting on all Amigas! Yes that's right, all Amigas! Apparently it shouldn't suffer too much in it's conversion.

So what have we got? A football game that all takes place at Wembley stadium. To be perfectly honest one football pitch looks much the same as another too me. Especially when it's been created on a computer. However this is Wembley, or it's meant to be, and one must remember that Wembley is probably one of the most famous stadiums in the world, it's also home to the FA Cup and the 1966 World Cup final was held there. The box reminds us of all these facts.

What the game does really have is very good gameplay. It's actually surprisingly realistic, especially with the wonderful CD 32 control pad, this gives you much more ease of play. To start with the controls of the A1200 seem a tad complicated. They might require a flick through the

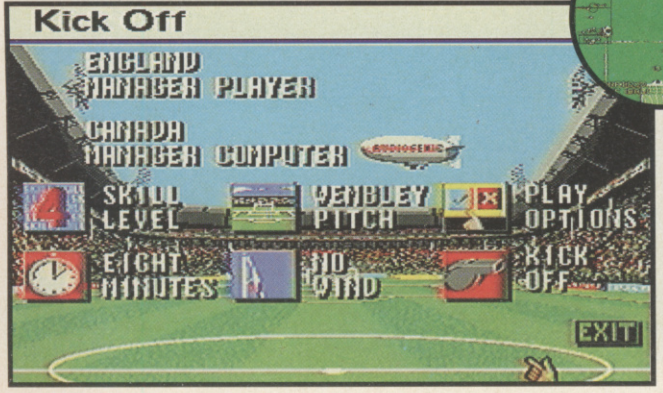


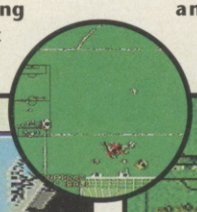


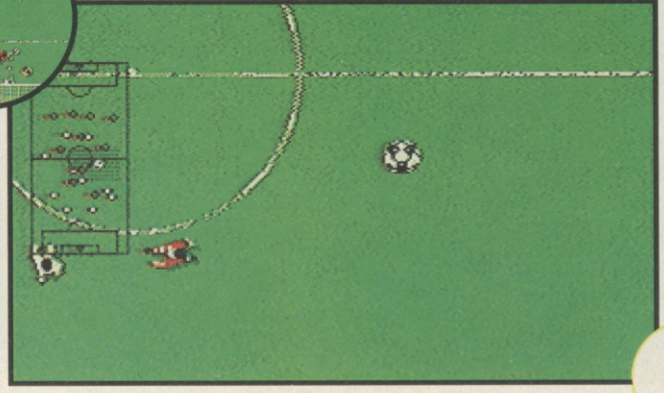


instructions. I did and found it well worthwhile. They suggest that it'll take you longer to sort out what your doing if you have a standard control pad. Oh well practice makes perfect after all. It seems that there are even several ways of kicking the ball. Again it's easiest if you are using the CD 32 joypad but you can do it with a normal pad. In the main game screen there is often a little window. This is showing you another part of the pitch. Normally the guy in the window is ready for a pass. Using the control pad you can either pass to this player, or select a new player. If there isn't a player in the window you can make one appear! Hey Presto! This whole passing business is quite complicated but you'll soon find that you master it. When you kick the ball you can curve it slightly, all you have to do is, after kicking, move the direction pad. Also it delivers all it promises and really is quite effective.

Of course this game has all the good old tactics screens where you can muck around with how you intend to play the game. That is to say, you can play defensively, or in an attacking mode. you can choose what sort of formation to play in and all sorts of other ace football type stuff. Really this game isn't half bad! How it'll be on the A500/+ Is another question all together. Well the moment we know, we'll let you know!







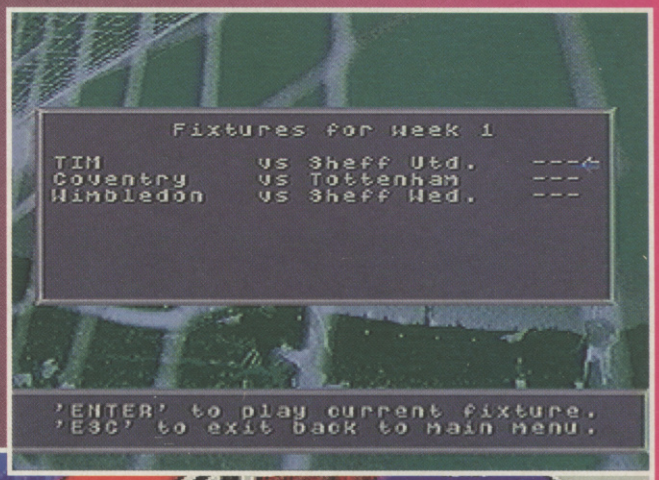
FANTASY M

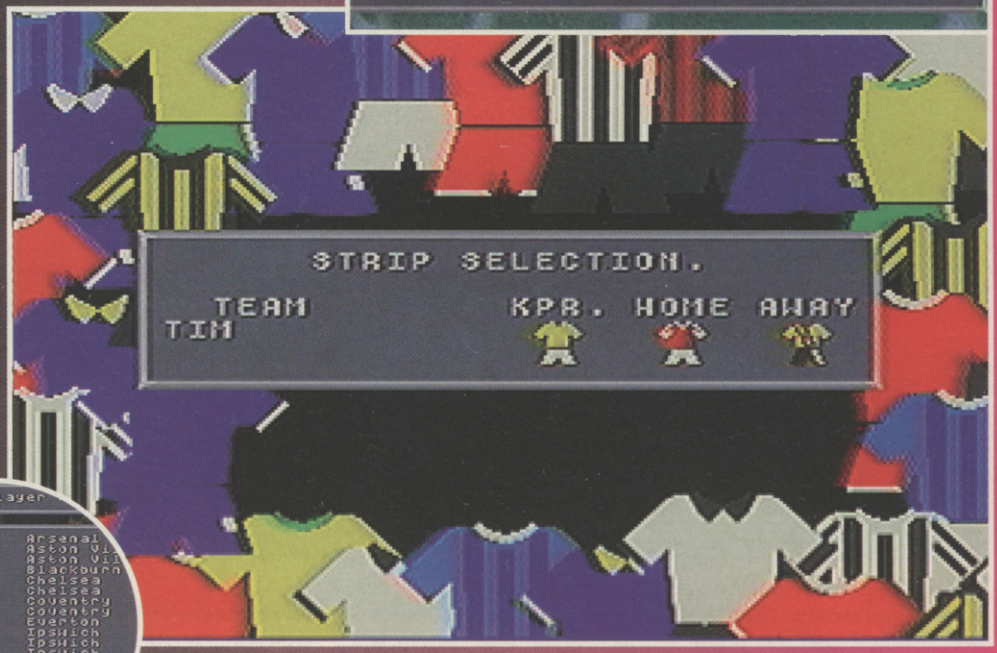
Let's face it, they are funny blokes, but can they put a new twist on football management sims?

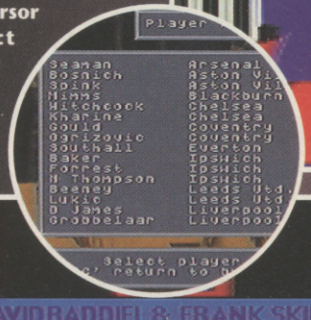
Many of you may well remember that we here at the One Amiga gave away this game as a cover disc, bit of a bargin or what. for those of you who didn't get it here's what you missed out on.

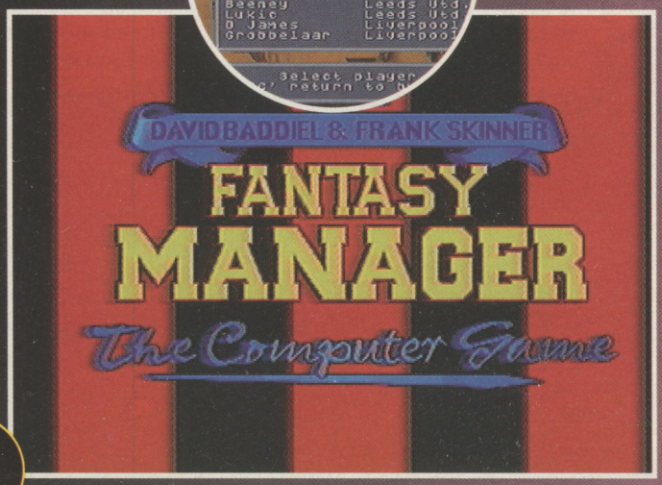
This game is bright and cheerful in it's presentation and it was dead easy to work out and none of us that were around at the time had ever played it before. So I'm sure if us guys are capable of sorting this game out then you guys and girls should have absolutely no problem whatsoever. It really is very easy indeed to sort out what needs doing. To actually do well on the other hand is not all that easy at all and will take you some serious experimentation time as you have to fine tune your teams and your mode of play. This is all the challenge of the game.

When you turn on the game you will be presented with a main menu. There are a load of icons along the bottom of the screen and by using the left and right arrow buttons you will find that you can move the cursor along to select the icon that you want. You must either select new game or load/save in order to start the game off. With a new game you will find that you firstly have to select what teams there are going to be in the league. Some can be human controlled and some can be computer controlled. The teams that are computer controlled will be real premiership teams and it is possible to select which teams you wish these to be. One hint is to play the worst teams in the league based on the real results and you have a better

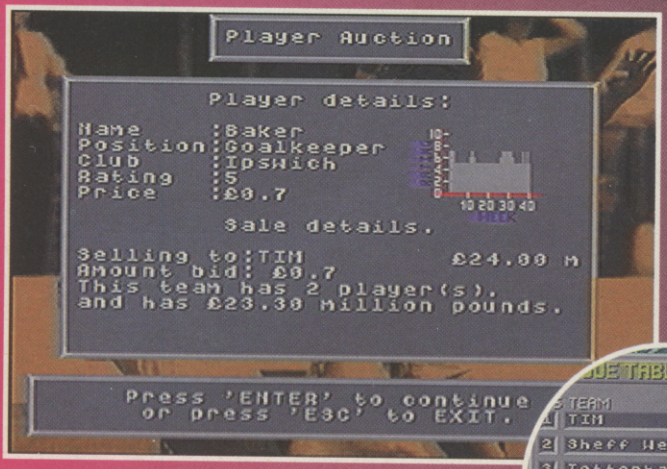

Fixtures for Week 1
TIM vs Sheff Utd. ---
Coventry vs Tottenham ---
Wimbledon vs Sheff Wed. ---
'ENTER' to play current fixture.
'ESC' to exit back to main menu.

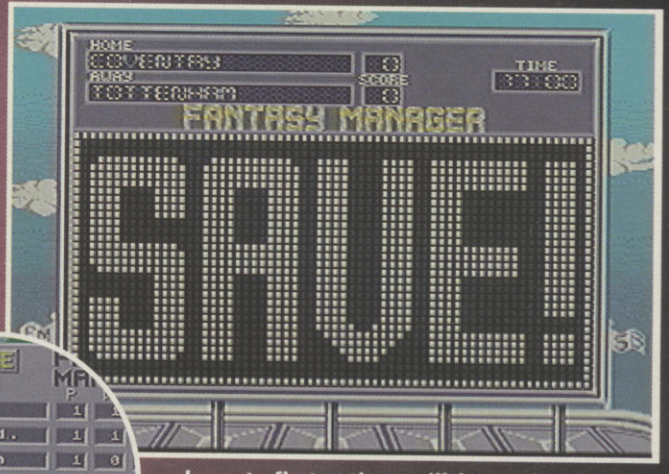


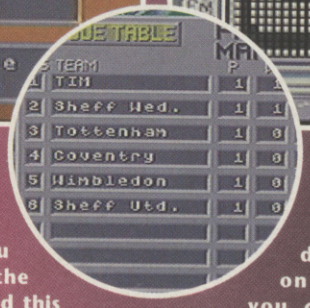




MANAGER





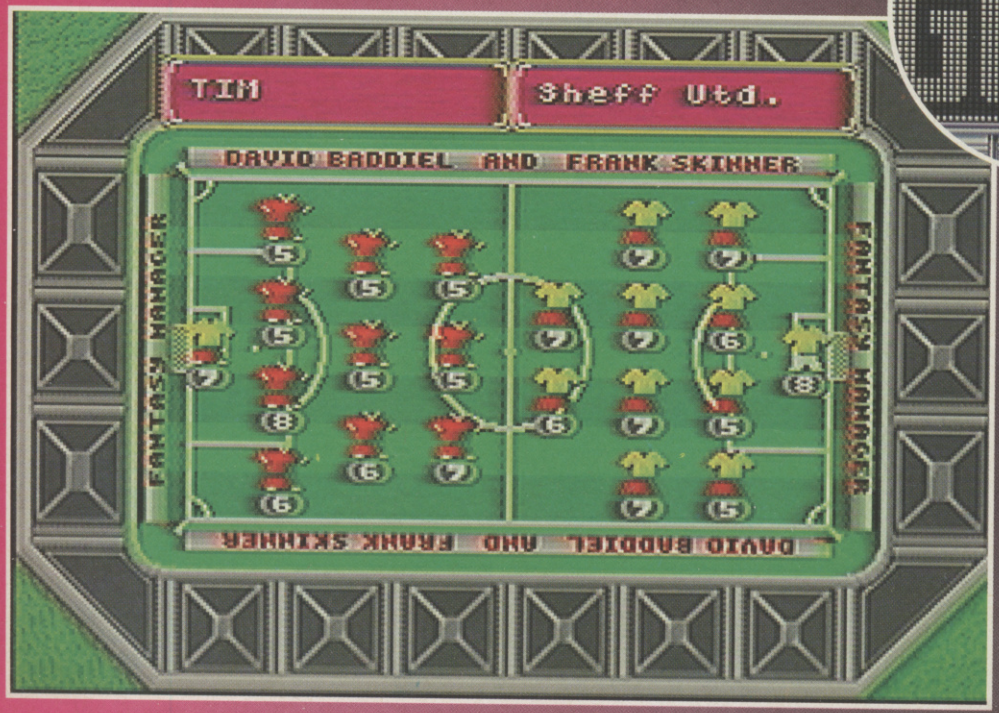


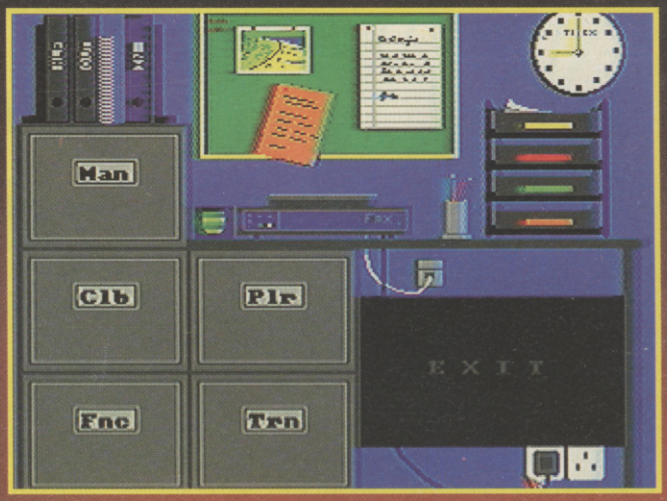
chance of winning, After you have decided on a name for your team and the other managers either computer or human controlled have entered their teams then you are ready to begin on the process of spending a whacking great twenty five million pounds on football players. I can think of better things to buy but I'm afraid this game limits you somewhat.

You will find that with a new game you can choose up to fifteen players. The team names can be up to twenty letters long. Now though is the fun bit, choosing which players you wish to buy. For this you must open up the Buy/Sell icon and this will give you some options. Basically this allows you to buy and sell players later on in the game when you need to strengthen or simply change your team around a bit after actually making some money on gate receipts. When the auction commences with more than one human player you will have to decide on who gets first choice etc. The success during the season will depend heavily on which players you choose so you must carefully consider how you will spend your funds! The instructions suggest that you appoint a chairman for the auction and all proceedings go through him to keep a potentially frenetic activity under control! Have an order in which the selections will be made and then reverse it etc. etc.. This is probably the fairest way to conduct the auction where everybody will be after the same players.

Selecting formations for games is very easy. You are given a number of options that are all recognisable. After you have used the arrow keys to select a formation the little pitch on the screen will show you the formation that you have selected, from this point you have to select players to fill these positions from the list of your squad that will appear next to the little football field. There is a number for every position on the pitch and to select a player for the position you must work in the numerical order of the positions. To do this simply work your way down the list and press return at each players name in numerical order. That wasn't very clear was it? Oh well I'm sure you can work it out yourself.

What do we reckon? A fresh approach to a fairly bland subject that's becoming a bit long in the tooth!





The final part to our soccer rewind special is here Firstly we deal with the aptly named 'World Of Soccer'.

WORLD O

Here I am again with a football game that may isn't a classic. Why do I bother looking at games that aren't great, or new for that matter? Well I'm not entirely sure myself, I guess it's because my editor told me to. Not a huge problem. I guess he wants us to really go to town on this football games on the Amiga. The launch of Soccer Stars 96 by Empire really pointed out what many of us knew already. There are a lot of football games, whether they be management games of full on playable games available on the Amiga. Not only are there a lot, but many of them are really quite good despite their age. It seems that the market for football games is fairly cut throat. There are so many that competition is tough and this means that many games really don't get a look in. This doesn't on the other hand mean that they are total rubbish. It simply means that they might well have been overlooked amongst the mountains of football games that have appeared through the years.

So I guess that is the point to this rewind section. We may uncover a game that really should have done well but didn't. So here we are with World of Soccer!

This game features 240 top clubs from a selection of countries. you have to manage a club in one of the five major leagues, that is English (of course), German, Italian, Argentinean or Spanish. It really is world of soccer. The game is mouse and keyboard controlled. Management games rarely seem to require a joypad, but that doesn't necessarily make them boring. Less action and more thought.

To start out in this game you need to apply for jobs, all very realistic as you are a very inexperienced manager so really by rights you ought to be out of work, and you are! You get status points that depend essentially on how good you are. Starting on different skill levels gives you different status points. You will not always get the job that you want, good thing too, I'm sure most of you are not nearly up to managing a top team. so you can manage a slightly lesser team. If you are a fan of any of these teams I do apologise!

The players also of course

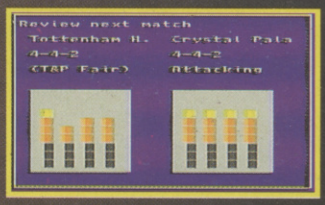
wise, well put it like this, you may like it but it's just about enough to put me to sleep. If you really are in to this type of game, that's football management sims, then maybe, just maybe you might actually enjoy this game. Remember though. It's a very old game, and more importantly it's only £9.99. Not bad for anything. Mind you I personally can still think of plenty of things that I'd prefer to spend my ten quid on!

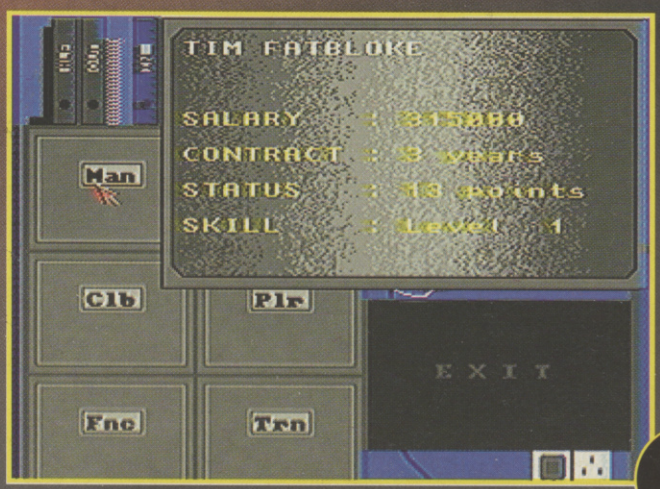
Well I suppose that for your ten quid you do get 15 of the worlds premier leagues, 240 clubs and over 2,600 players. Many would see that as a bargain. Me? I'm off to bed.

OF SOCCER

have scores that show there form or potential in the case of younger players. they also have token names which you can of course change if you so desire.

Essentially I think I now have to say that this is not a superb game that somehow slipped through the net. It is a standard football management game from 1992 and that's all there is to it. Graphically it's as old as the hills, gameplay



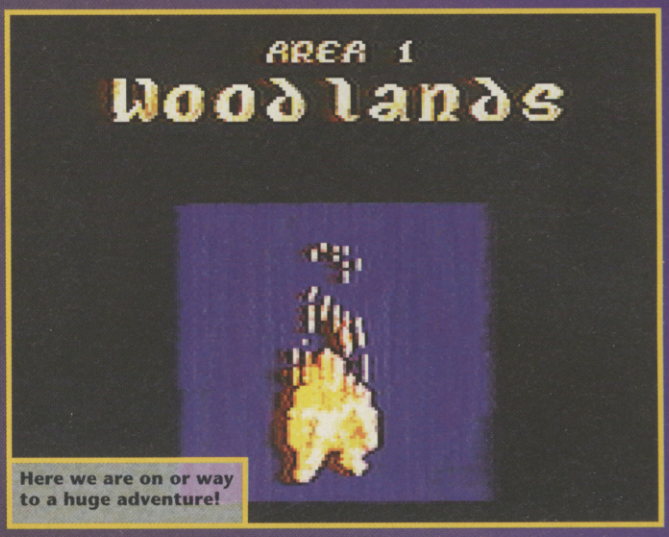


DRAGONSTONE

This game is a bit of a classic in our eyes. It is without a doubt an absolutely huge game, and thanks to hours of dedicated play we have a guide to the first two levels of this great game. Firstly we will take you through the level quickly to tell you what you must do. Then we will follow the level in greater detail with the aid of screen shots and captions. This should sort you out. Right then here we go.

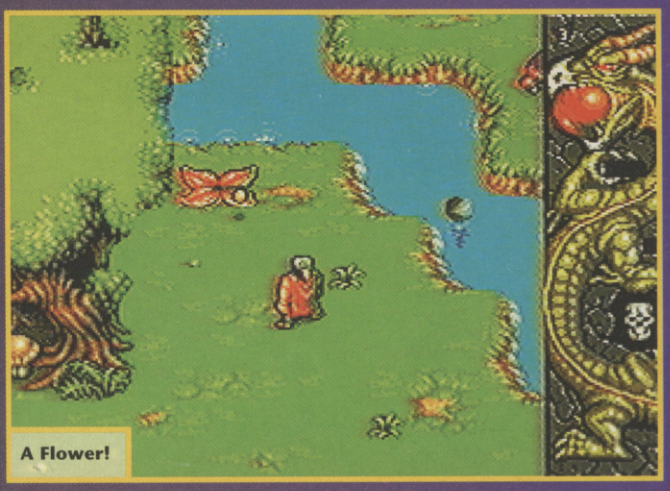
First of all you must head around the land killing all of the plants that try and fire at you. One holds a herb leaf that you need. (it's on the right hand side between the water and the bushes). Go to the old woman's house and give her the herb. She needs it. Now take the new scroll and go to the circle of stones. Here you can use the scroll to teleport.

From here you have to run around killing all the ogres. They drop gold coins which you pick up. You need ten to get across the bridge. Don't use your sword on the bridge keeper. You will soon find the secret passage that will take you to the water where you will be able to use the scroll to create a path. Go across the path where you will find a stone that looks out of place. Take this stone and return to the stone circle with the broken stone. Use the bit you found to mend it. Now use the scroll again. At this point you have to fond the bundle of sticks with which you can mend the bridge. Do this and you will find yourself in spider territory. No problem. Just defeat the big spider and you will finish level one. Now here it is in a bit more detail;



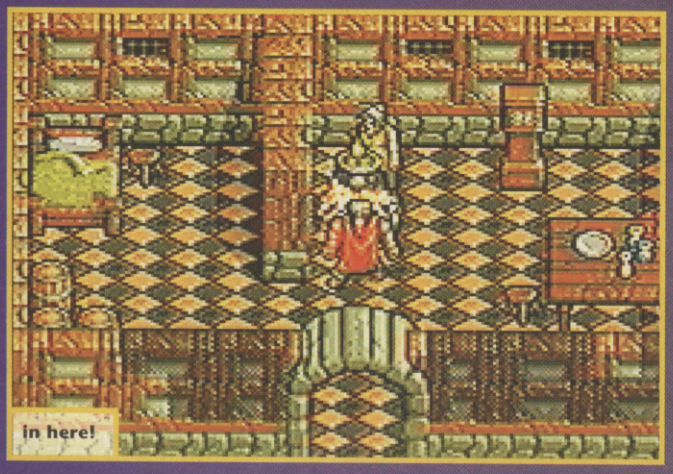
Here we are on or way to a huge adventure!

Watch out for these nasty little creatures.


A Flower!

Not a good situation.

This is where you take the leaf


in here!

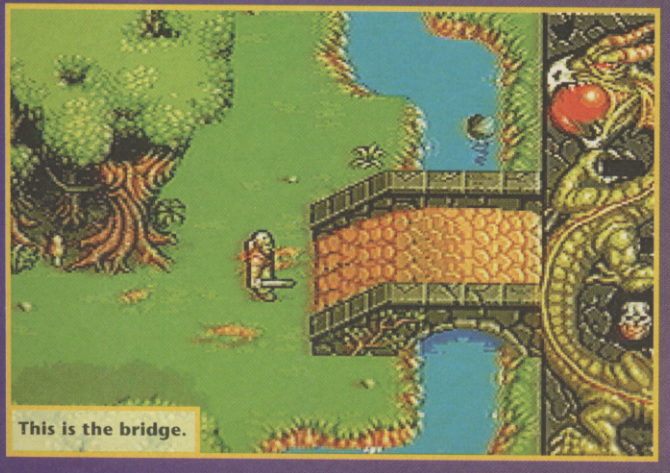
0
37
5%
11
Please take this broth and see if you can make use of this scroll, I can't figure it out. Good luck.
Continue
Talk to her.

Here are the stones

and this is teleporting!

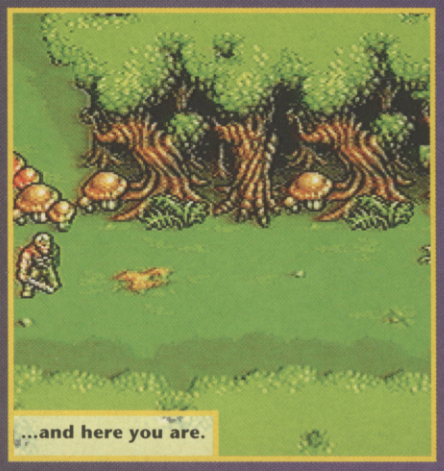
Hey Presto! A new scene.

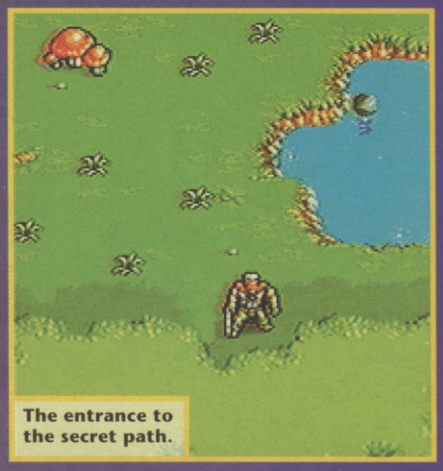
These are the ogres that need to be killed


This is the bridge.

This is the old man that you shouldn't attack!

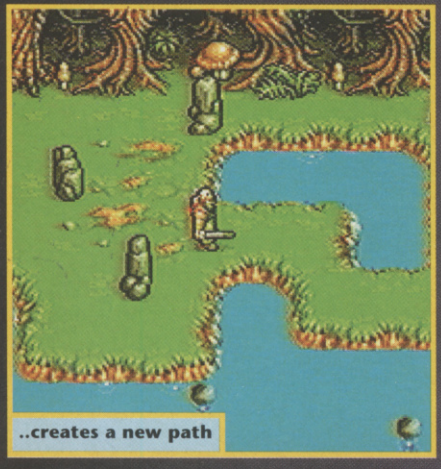
Pay the toll.

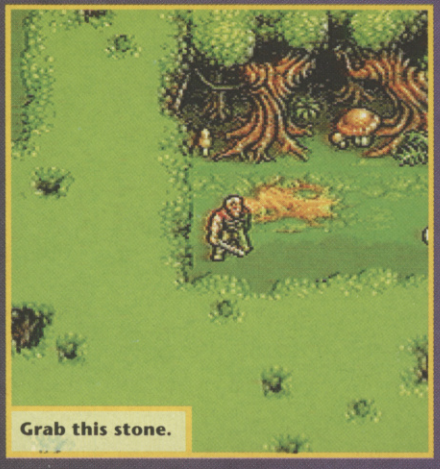

...and here you are.

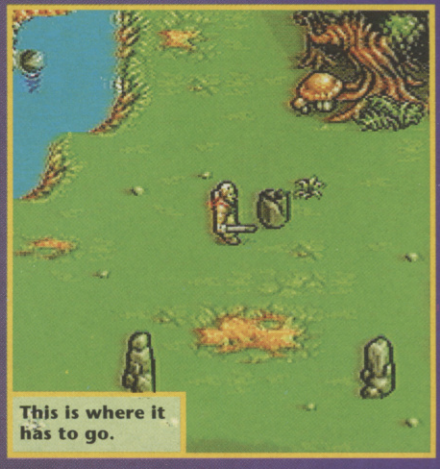

The entrance to the secret path.

This is the water that you must find.

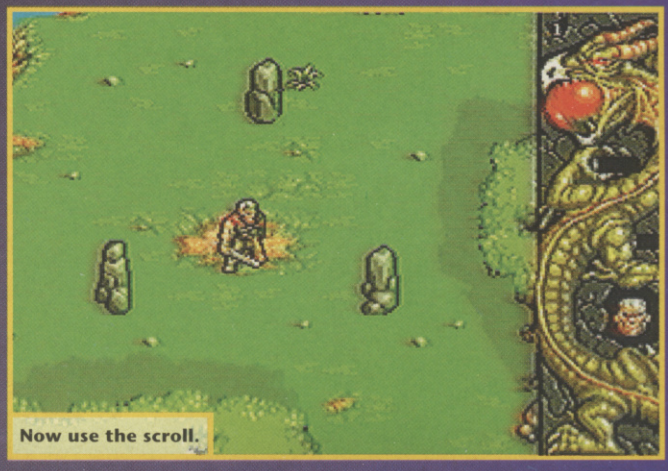
Use the scroll...


..creates a new path


Grab this stone.

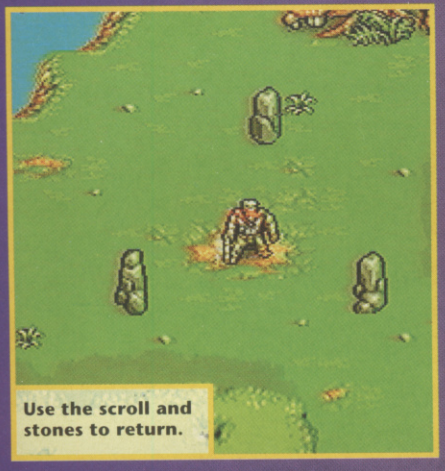

This is where it has to go.

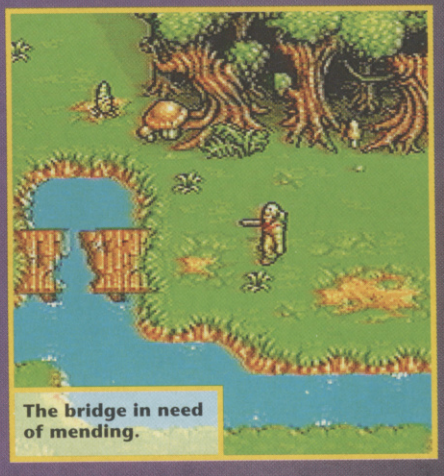
So you mend it.


Now use the scroll.

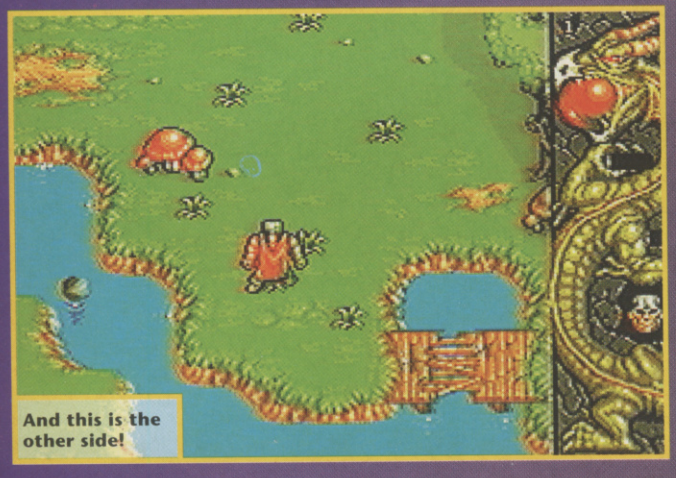
And you shall arrive here!

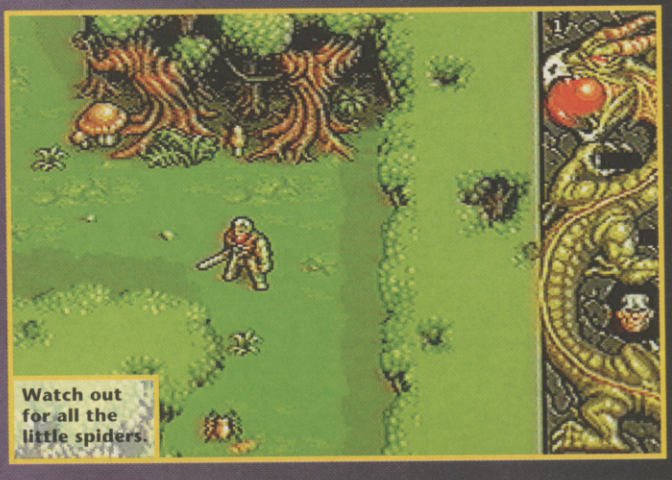
This is where you'll find the sticks.

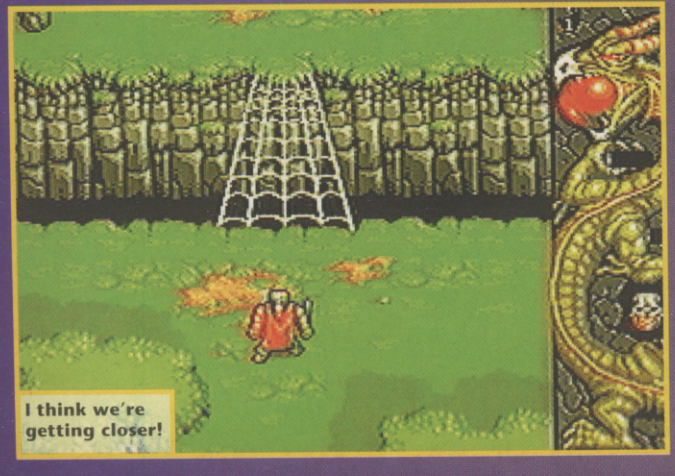

Use the scroll and stones to return.

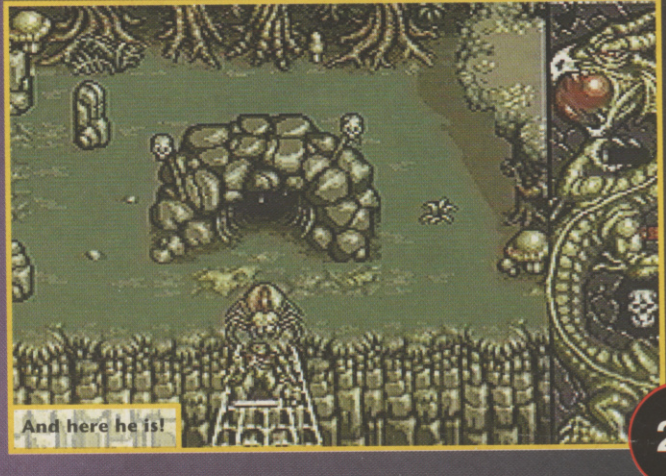

The bridge in need of mending.

You use the sticks to bridge the gap.
Continue
One mended bridge.


And this is the other side!


Watch out for all the little spiders.


I think we're getting closer!


And here he is!

LEVEL TWO

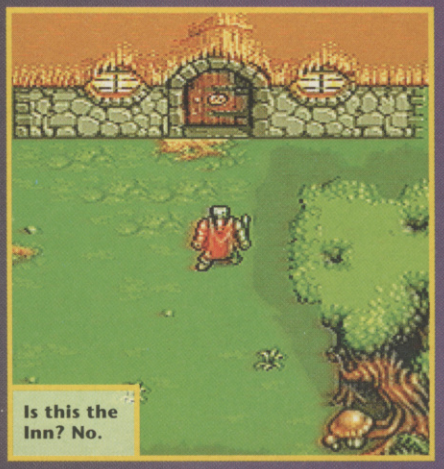
This one's a bit more complicated than the first, mind you what do you expect. Right then here we go. Firstly get yourself to the inn where you will talk to the bar tender(don't accept a drink) and then Heddy (accept a drink). Leave the pub and head down where you will find heddt half dead. Take the key and search him for the bottle opener.

Find the woodsman in the cottage on the left and give him the soup given to you by the old lady. Now go to the shop on the left of the pub and buy some chicken (for health) and a bucket. Find and talk to the woodsman again (behind his house) and use the path to get to the elders house (on left) have a bit of a chat and then go right to find the blacksmiths house where you should get your sword upgraded and mend your bucket. Now fill the bucket with water and go to the house on the far right. Use the key on the door to get in and then put the fire out with the bucket of water. Now walk through the fire place. Find the house and use the bottle opener to prove you are a friend of Heddy. get in and your scroll will be given a power up.

Now head for the water where there are two stones and use the scroll to create a bridge. (remember at some point to refill the bucket with water).

Talk to Nina and then head off to the two houses together. go into top one and talk to Amber. Take the note she gives you to the village elder and then the letter he gives you back to amber. She'll give you the recipe book which you take to Nina who you can buy poison from. Go to the pub and use the stairs to go down to the brewing machine. add the poison. Talk to the barman and then head to the elders house . Have a chat and use his secret exit. Now for some more detail.

The start!

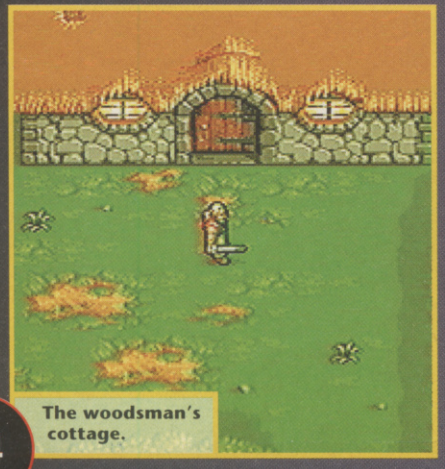

Is this the Inn? No.

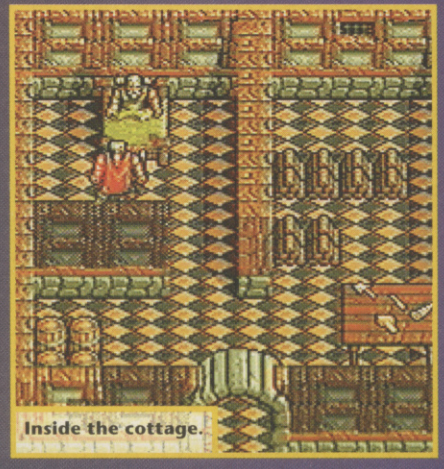
This is.

Inside.

Heddy is injured

Oh dear he's dead!


The woodsman's cottage.


Inside the cottage.

100
Mmmmmmm, delicious, I'm starting to feel better already, I should really get some rest now, I hope I'll see you later so I can thank you properly.
Continue
Give him the broth.

The shop

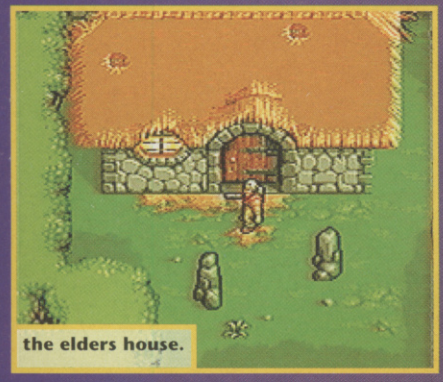
Inside the shop.

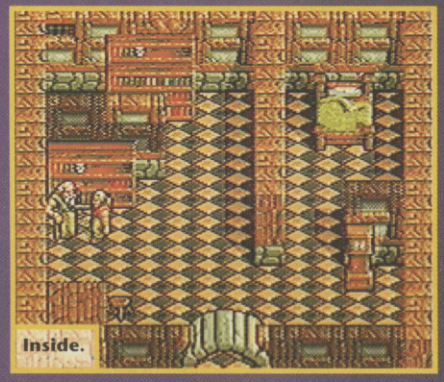
You buy the bucket.

Back to the woodsman.

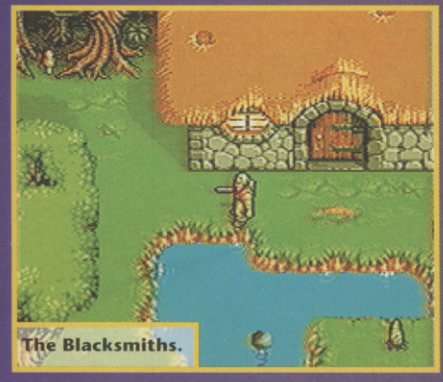
...and here he is.

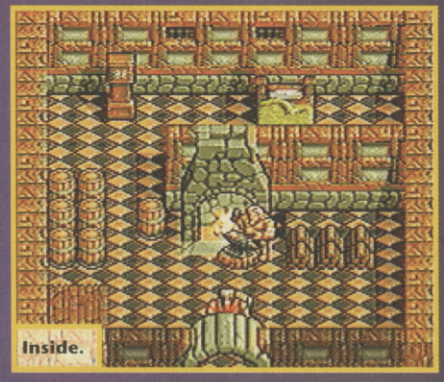
145
22%
The village elder may 6e a6le to help, if you head North through these trees you will come across his house, see you later.
Continue
Guide to elder.


the elders house.


Inside.

some good if not long winded information.


The Blacksmiths.

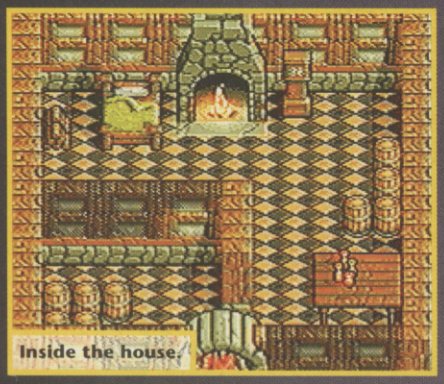

Inside.

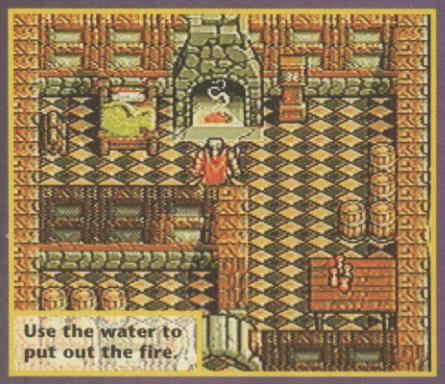
Mend the sword and the bucket.

Fill the bucket with water.

More of the barbarians.

Time to use the key.


Inside the house.


Use the water to put out the fire.

this is not where you want to go.

90
25%
28%
An attractive girl with a wicked glint in her eye.
Continue
Mind you!

What you should do is walk through the fire to find a house and get inside!

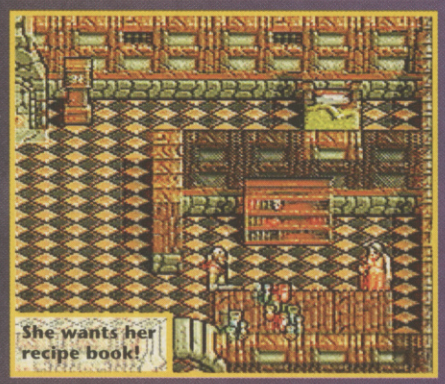
80
25%
28%
Now when you are in or near water, you may be able to use this power. Take care friend and good luck.
Get a useful scroll powerup.

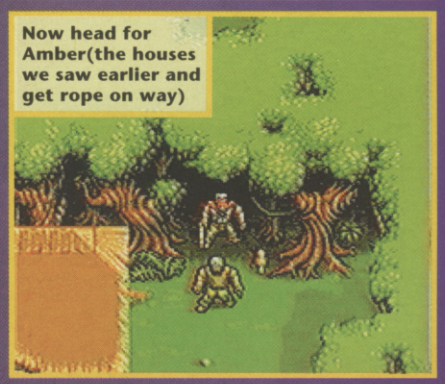
Find the water and...

85
25%
28%
Select item to use.
..use the scroll and...

...another bridge appears.

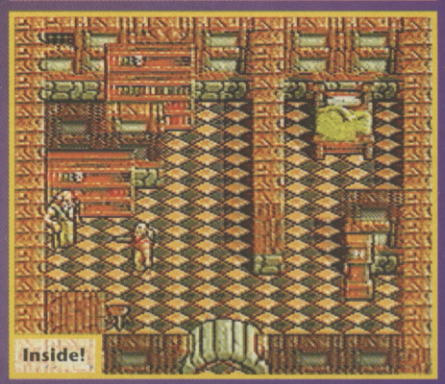
Another house


She wants her recipe book!


Now head for Amber(the houses we saw earlier and get rope on way)

Pick up the note

and take it to the elder.


Inside!

He reads the note.

Back to her place with his letter.

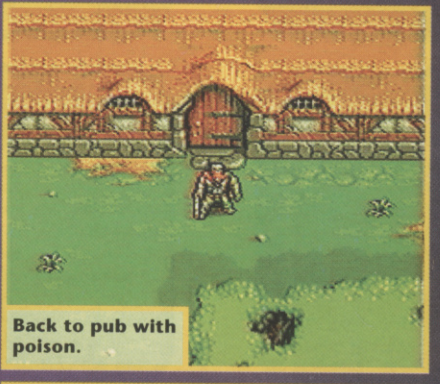
She reads the letter.

Back with the recipe book.

And here we are.

She wants it back.

Buy the poison.


Back to pub with poison.

Go down stairs.

Use poison on brewery.

Here it is.

The bar man doesn't mind.

now go to see the elder again.

he's also chuffed.

Hey presto a short cut exit!

RECOMMENDED

ALADDIN

Publisher : Virgin
Issue Reviewed : November 94

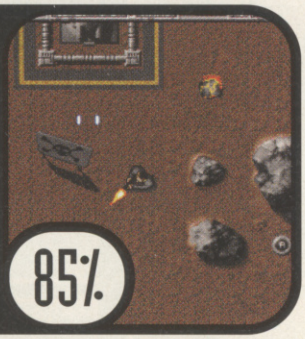
Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.

90%

A.B. TOWER ASSAULT

Publisher : Team 17
Issue Reviewed : January 1995

Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.

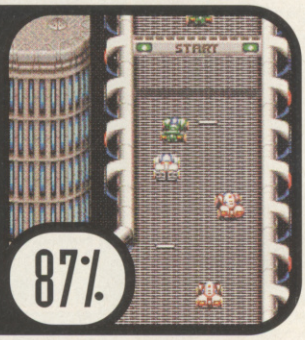


85%

A.T.R.

Publisher : Team 17
Issue Reviewed : March 1995

All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.



87%

BANSHEE

Publisher : Core
Issue Reviewed : July 1994

Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.

89%

BUBBA 'N' STIX

Publisher : Core
Issue Reviewed : January 1994

More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.

91%

CANNON FODDER

Publisher : Virgin
Issue Reviewed : Dec 1993

War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved. In it.

91%

THE CLUE

Publisher : Black Legend
Issue Reviewed : Sept 1994

Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.

88%

CRYSTAL DRAGON

Publisher : Black Legend
Issue Reviewed : December 1994

Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.

90%

DAWN PATROL

Publisher : Empire
Issue Reviewed : April 1995

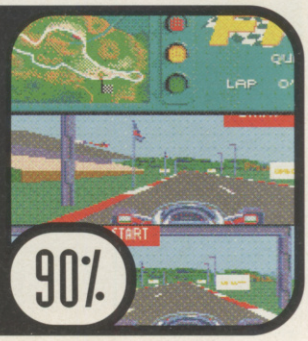
Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since *KOTS*. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.

81%

F1

Publisher : Domark
Issue Reviewed : February 1994

From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!



90%

So, it certainly isn't August this month, although it has been for the last two months according to our recommended guide. Instead we offer you the superb autumn month of October, and here's your ex-editor Lee Brown with a quick guide to all the....

FIFA INT. SOCCER

Publisher: Elec. Arts
Issue Reviewed : October 1994
FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.

ISHAR 3

Publisher : Daze
Issue Reviewed: Sep 1994
Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.

FLINK

Publisher : Psygnosis
Issue Reviewed : February 1995
Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!

JAMES POND 3

Publisher : Millennium
Issue Reviewed : June 1994
The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.

GENESIA

Publisher : Team 17
Issue Reviewed : Dec 1993
Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your fellas grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants.

JUNGLE STRIKE

Publisher : Ocean
Issue Reviewed : December 1994
Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)

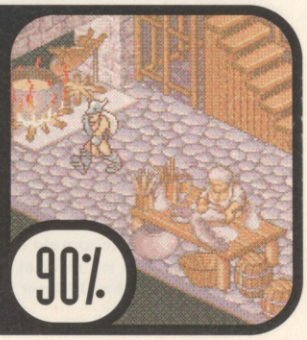
GUARDIAN

Publisher : Acid Software
Issue Reviewed : November 1994
What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have

K240

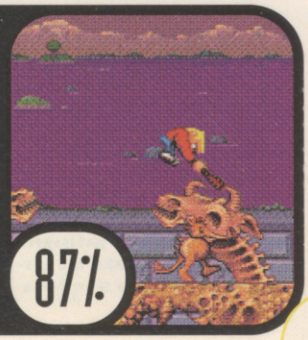
Publisher : Gremlin
Issue Reviewed : May 1994
Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.

HEIMDALL 2



Publisher : Core
Issue Reviewed : Dec 1993
Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!

KID CHAOS



Publisher : Ocean
Issue Reviewed : August 1994
Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.

RECOMMENDED

LEMMINGS 3

Publisher : Psygnosis
Issue Reviewed : January 1995

There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?

PGA EURO TOUR

Publisher : Ocean
Issue Reviewed : Dec 1994

The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Thanks to Ocean you and your friends need never touch Woosie's horrid Welch niblick again. Hurrah!

LIBERATION CAPTIVE 2

Publisher : Mindscape
Issue Reviewed : Dec 1993

An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.

PINBALL ILLUSIONS

Publisher : 21st Century
Issue Reviewed : January 1995

Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?

MORTAL KOMBAT 2

Publisher : Acclaim
Issue Reviewed : January 1995

More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!

PUTTY SQUAD

Publisher : System 3
Issue Reviewed : August 1994

Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.

ON THE BALL

Publisher : Daze
Issue Reviewed : Sep 1994

The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.

ROADKILL

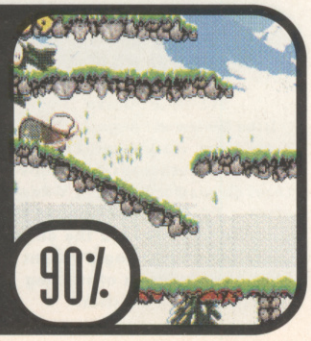
Publisher : Acid Software
Issue Reviewed : January 1995

'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.

OUT TO LUNCH

Publisher : Mindscape
Issue Reviewed : July 1994

His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



RUFF 'N' TUMBLE

Publisher : Renegade
Issue Reviewed : August 1994

Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.

...games which ought to be in your collection. Funny thing is though, that the text is an awful lot like it used to in The Emap One. And mroe curiously, the write up for PGA Euro Tour was the same as Cannon Fodder for the past 2 months! Go figure.

THE SETTLERS

Publisher : Blue Byte
Issue Reviewed : Dec1993

Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the lit-tle blighters have achieved by the morning.

S.W.O.S.

Publisher : Renegade
Issue Reviewed : January 1995

It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full. Then, look out! Computer teams head-ing the ball and keepers with less butter on their gloves. The same, only different-er.

SHADOW FIGHTER

Publisher : Gremlin
Issue Reviewed : February 1995

Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!

THEME PARK

Publisher : EA
Issue Reviewed : October 1994

Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tast-ed Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.

SIMON THE SORCEROR

Publisher : AdventureSoft
Issue Reviewed : February 1994

The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.

UFO

Publisher : MicroProse
Issue Reviewed : December 1994

'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.

SKIDMARKS 2

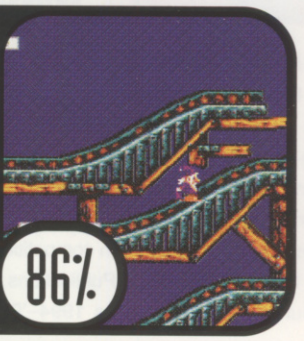
Publisher : Acid Software
Issue Reviewed : April 1995

More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.

WIZ 'N LIZ

Publisher : Psygnosis
Issue Reviewed : November 1993

A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the col-lection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.



SUPER STARDUST

Publisher : Bloodhouse
Issue Reviewed : December 1994

Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeat-edly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'

X-IT

Publisher : Psygnosis
Issue Reviewed : October 1994

OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.

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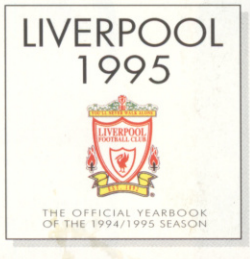

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